

The Dark

Look, Pick One:

- Man, Woman, Androgynous, Amorphous, Monstrous
- Obscured Face, Normal Face, Amorphous Face, Monstrous Face, Blind Face
- Ritualistic Garb, Dark Clothes, Formal Clothes, Career Uniform

Ratings, Pick One:

- Cool +1, Tough -1, Charm -1, Sharp +2, Weird +2
- Cool +2, Tough 0, Charm -1, Sharp +1, Weird +1
- Cool +2, Tough -1, Charm -1, Sharp +2, Weird +1
- Cool +1, Tough +1, Charm 0, Sharp +1, Weird 0
- Cool +2, Tough +1, Charm -1, Sharp 0, Weird +1

Origin

- I wandered across an Artifact, and it told me to Hide
- I was blinded by my fears, and accepted defeat
- I was chosen to darken the world, and born this way
- I don't know, it just happened
- I was chosen by the dark as a host
- I was once surrounded, and it stuck with me forever
- I merged with something else and now we are one
- I was reborn by another Avatar
- I have always existed this way
- The shadows whispered endlessly, and I chose to listen

The Fear That You Are

- The Fear of the Dark
- The Fear of What Can't Be Seen
- The Fear of What's In the Dark
- The Fear of Being Unable to See

You Get All the Basic Moves, Plus Three Dark Moves. You Get This One:

Hide: When **acting under pressure** to hide or avoid detection, you automatically succeed

Obscure: You can **act under pressure** to attempt to obscure things in unpierceable shadows. On a 10+, whatever you're obscuring can't be seen. On a 7-9, a bright light can be used to pierce through the shade. On a miss, a normal shadow will be cast over the target, able to be pierced with a regular light.

Travel Through the Shade: As long as you are fully obscured in shade, you can travel anywhere within your line of sight that is also obscured in shade

Nightvision: You can see through the dark, even if it's supernatural, unless specifically stated otherwise.

Monster in the Dark: As long as you're fully obscured in shade, you do an extra 1-harm whenever you land an attack.

Consuming Darkness: You can **use magic** to draw a blanket of shade towards you. On a 10+, you fully cover yourself and anyone within an arm's reach in a pitch black shadow. On a 7-9 you

cover yourself in a regular shadow. On a miss, you stretch the shadows around you slightly closer towards you.

Blindness: When you successfully **kick some ass**, you can choose to blind the target.

Lurking Shadows: You have contacts everywhere, hidden in the shadows. When you **investigate a mystery**, you can hold one extra on a 7-10+.

Dark Water: You can treat water as if it were shade for the use of any ability referring to or requiring shade.

Gear

Pick 1 Cursed Weapon and 1 Hidden Weapon

- Cursed Weapons:
 - Orb of Darkness (2-harm barrier magic)
 - Cursed Knife (2-harm hand magic)
 - Heirloom Sword (2-harm hand messy)
 - Cold Iron Sword (2-harm hand messy iron)
- Hidden Weapons:
 - Throwing Knives (1-harm close many)
 - Holdout Pistol (2-harm close reload loud)
 - Weighted Gloves/Brass Knuckles (1-harm hand)
 - Butterfly Knife/Folding Knife (1-harm hand)